Producing an INFINITY C Event

Introduction: An INFINITY initiative is a collaboration between two state agencies (UAC and USOE) and you, the presenting community. Final approval must come from one or both of these agencies. It is our desire that every community have INFINITY events to foster lifelong learning and participation in the Arts.

Goals

- A local, high quality, enriching, motivating, and enlightening arts experience.

 Identify a traditional Arts event within the community with a history of community support and high quality, or bring organizations together within the community who are interested in creating one.
- A well-run event.

Identify a project manager who will collaborate with the state (UAC and/or USOE) in the development of the event and be responsible for all of its component parts, including securing the people needed, advertising, financial matters, credit, scheduling, collegial collaboration support, workshop instructional materials, equipment and facility needs.

- Deeper understanding of the elements and principles of the artform and of the context of the piece to be presented.
 - Determine the most qualified person to present the "pre-event." This person needs to be from the professional artistic world, capable of communicating effectively and authentically the particular elements and principles of the artform to be presented in abundance, and information concerning the specific works that will increase enjoyment and understanding of the event.
- A reflections chat after the presentation to talk about the event with others...explore and reflect
 upon the meaning, the artistry, the overall experience of the work.
 Choose who would be a good facilitator for the reflections Chat after the event that ideally will include
 some of the artists who presented as well as audience participants.
- A credit-bearing workshop for teachers to translate their experience with the event into student progress in the achievement of a core objective as they work together to help each other design motivating, high quality instructional plans that include collaborative activities.

 For the workshop, Identify a master educator in the artform to collaborate with one of the artists associated with the arts event or with similar background and experience with the pieces presented. Plan and provide support for collegial collaboration following the workshop. Arrange credit options for attendees. This will require the workshop presenter or a qualified educator in attendance to evaluate the implementation reports from the attendees, and submit the credit to be recorded.

Policies

- Attendees may attend any part or all of the component parts of an INFINITY event. The workshop is free only to those who complete the pre-event, event, and reflections chat.
- Attendees are responsible to purchase their own tickets to the event, however the producers of the event may choose to offer special discounts or free entrance.
- USOE may provide financial support to the project manager (\$300) and the workshop educator when requested (\$300). An additional \$10 for each attendee who successfully completes the classroom implementation report.
- UAC may assist with financial support for the Pre-event Presenter, and reflections Chat Facilitator when requested. When possible, UAC may provide reimbursement of performance tickets when participant has completed the entire INIFINITY track.